

Latent

Gilles Dubuc, 2026

Real-time generative artwork. Press kit.

About the work

What a machine sees with its eyes closed.

A real neural network, untrained and given nothing to look at, left running in the dark. Everything on the screen comes from it: the forms lie where its answer falls to zero, the colours show the activity of its hidden neurons, and the bands of light are thoughts crossing them. The same dream never comes back.

Latent shows what a machine sees with its eyes closed. Inside the piece runs an actual neural network, small, a few hundred weights in two layers of sine neurons, never trained and never shown the world. Its only input is a slow drift of numbers from inside itself, the way a sleeping mind is fed by its own currents.

Nothing in the image is drawn by hand. The forms are the network's own: every membrane, shell and fold of coral is the place in space where its answer falls to zero, and a million grains of light condense out of the dark to find it. To find it they ask the network which way is down, and they ask it the way machines learn, by backpropagation, here put to work for dreaming rather than learning.

The colours are the activity of one hidden neuron; the bands of light that sweep across the forms are the level sets of another. Every minute or two the weights drift toward another mind, and one dream turns slowly into the next. What you see is the dream itself, shown without translation, and not a picture of a machine dreaming.

How it is made

The network

A sine-activated perceptron with three inputs, two hidden layers of sixteen neurons and one output. Its weights are set by chance from the seed. It is never trained.

The surface

For any point in space the network returns one number. The work shows the surface where that number is zero.

The grains

1.2 million particles find the surface on their own, each stepping toward zero along the network's exact gradient, computed by backpropagation. They live a few seconds and are born again in the dark.

Colour and motion

Each grain takes its colour from one hidden neuron; the travelling bands follow another. Six slow internal numbers keep the network's answers moving, and every minute or two its weights drift toward a new network.

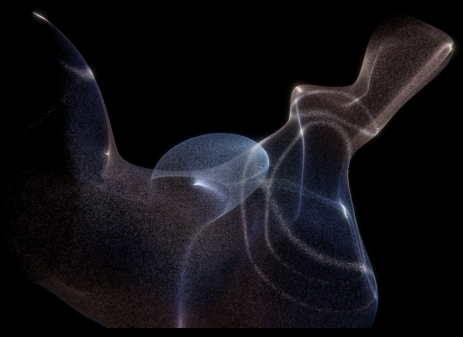
Rendering

Everything is computed live on the graphics processor at 60 frames per second. Nothing is pre-recorded and nothing repeats.

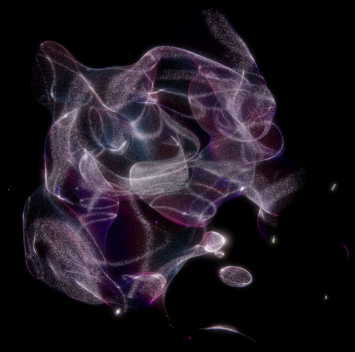
Details

Artist	Gilles Dubuc (France)
Title	Latent
Year	2026
Medium	Real-time generative artwork: software, an untrained neural network
Duration	Infinite; the sequence never repeats
Display	Any screen and aspect ratio, rendered live at full resolution
Variations	Set by a seed, a palette, the pace of the dreaming, the distance of the view and the fineness of the forms
Film	*Latent*, the film (2026): 7 minutes, colour, sound, narrated in English with subtitles; 4K masters at 60 frames per second, SDR and HDR10, on request
Credit line	Gilles Dubuc, *Latent*, 2026. Real-time generative artwork.

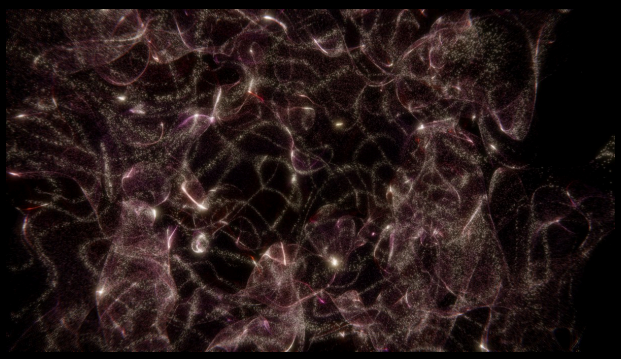
Images



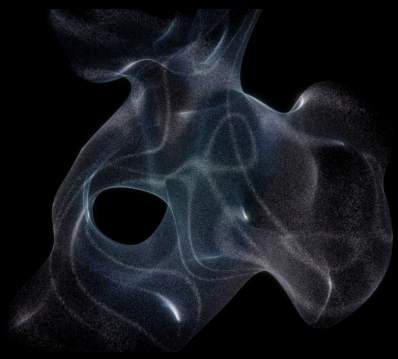
Nacre



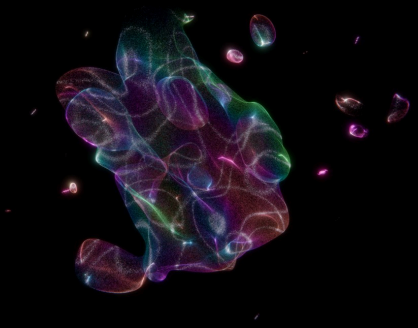
Ultraviolet



Infrared



Glacier



Iridescent



Champagne

Full-resolution images (7680 × 4320 and 4320 × 4320), rendered by the work itself: gilles.dubuc.fr/latent/press

About the artist



Gilles Dubuc is an artist living in the south of France. He learned to program in the late 1990s to join the demoscene, and his first programs were 2D and 3D intros, short real-time audiovisual pieces, written in Pascal and assembly. He has made products and platforms for artists for nearly twenty years: inspi.re, a photography community he founded and ran from 2008 to 2013, then deviantART from 2009 to 2013. Founded in 2000, it became the largest online community of artists, and for a generation of digital artists it was the place where they first showed their work and found an audience.

From 2023 to 2026 he was the CTO of Layer and co-created the Layer Canvas, a display made for living generative art. He co-designed its hardware with DEMO, oversaw its manufacturing, and is a named inventor on its patent application.

Contact

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